

### 1. Jig-saw Puzzle:

- Life is like a Jig-saw Puzzle; to be (re)solved.
- Only thing is that we do not have the Master-Picture for us to refer to while working on the Jig-saw Puzzle.
- Also, we cannot be certain that we may have all the required "pieces" (information) available.
- But, we may probably have some irrelevant "pieces" as well.
- So what if it so happens that as we achieve some discernible pattern, some "pieces" may change their shapes, and/or some may change their colour, and/or some may disappear, and/or some new ones may appear in the scene?

### 2. Game of Life:

- Life is like a game; Multi-Player Game-of-Life; to be played, sportively.
- We get to know the rules of the game, only by playing.
- The rules may be different for different players.
- The rules may get changed as and when we play.
- Sometimes, some player can set one's own rules for the game.
- Each player may seek one's own goals.
- Some may collaborate, some may compete, but the situation may change dynamically as we play.
- Sometimes, you play on/by/with/through/at/in/under/over someone.
- Sometimes, someone else just plays you; then does it really matter whether you are a king or a queen or a royal knight or just a (royal?) pawn?
- We must learn to expect the most unexpected, as well.
- Sometimes one may feel to be a master player.
- Sometimes one may feel to be mastered by some other player.
- Success and/or Failure may be for each one to define.
- So what if success and/or failure may be defined by someone else?
- Sometimes each player may add/remove/modify features into one's list.
- Sometimes some player may add/remove/modify features into your list.
- Sometimes the play may be more important than the goal.
- Sometimes the goal may be more important than the play.
- The play may (or may not) be unique to every player.
- Every player may (or may not) be unique.